Doomsday Engine - Feature #2110

Recolour materials at def level

2015-08-19 17:14 - vermil

Status:	Rejected		**Start date:**	2015-08-19
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:				
Target version:				

Description		
Not the most descriptive subject I admit. It would be cool if we could recolour materials (textures, flats, sprites etc) from within a material definition.		
Related issues:		
Is duplicate of Feature #1726: Remapping the colours on a texture via materia...	**New**	**2014-02-09**

History

#1 - 2019-11-29 22:13 - skyjake

- Related to Feature #1726: Remapping the colours on a texture via material def added

#2 - 2019-11-29 22:14 - skyjake

- Is duplicate of Feature #1726: Remapping the colours on a texture via material def added

#3 - 2019-11-29 22:14 - skyjake

- Related to deleted (Feature #1726: Remapping the colours on a texture via material def)

#4 - 2019-11-29 22:14 - skyjake

- Status changed from New to Rejected